

CLAIMS

What is claimed is:

1. A game apparatus that includes a game piece in the nature of a hand manipulated capsule containing a visible figure with a distinct identity.
2. A game apparatus according to claim 1 wherein the figure is representative of an individual character with a distinct personality.
3. A game apparatus according to claim 1 wherein the capsule is spherical and the figure is embedded in and visible through the capsule.
4. A game apparatus according to claim 1 wherein the figure is embedded in and visible through the capsule, the capsule being in the shape of a cube, polyhedron, disc, cylinder, or cone.
5. A game apparatus according to claim 1 wherein the figure is representative of a characteristic, representing specific abilities.
6. A game apparatus according to claim 1 wherein each figure has a designation representing ability characteristics utilized by the game piece.
7. A game apparatus according to claim 1 wherein each figure has a designation representing defensive characteristics utilized by the game piece.

8. A game apparatus according to claim 1 wherein the figure is representative of a device.
9. A game apparatus according to claim 1 wherein each game piece has a corresponding card that gives the player all the information regarding that game piece needed to play the game.
10. A game apparatus according to claim 1 including means for projecting the game piece.
11. A game apparatus according to claim 1 wherein specific game pieces are used to designate the playing field, being placed periodically along a real or imaginary line of the periphery of the playing field.
12. A game apparatus according to claim 1 whereas a game board designates outlined shapes for the boundaries of the playing field.
13. A game apparatus according to claim 12 wherein the shape designating the boundaries of the playing field has markings along the periphery of the shape to periodically place specific game pieces used to designate a section for a player to operate within.
14. A game apparatus according to claim 1 wherein the figure is representative of a generic sports position team player.
15. A game apparatus according to claim 1 providing a set of multiple capsules wherein each capsule has a different character.

16. A marble with an encapsulated recognizable figure with a distinct identity, the figure being visible within the marble.
17. A marble according to claim 16 wherein the figure is representative of an individual character with a distinct personality.
18. A marble according to claim 17 provided in a set of multiple marbles wherein each marble has a different character.
19. A method of initiating a hand manipulated playing piece in a designated playing field where each game piece has an individual identity responsible for triggering an action on the game field;
moving a specific game piece and accomplishing a required event in accord with a plan in response only to the instructions of the particular pieces that are involved in that event; and,
wherein each player manipulates game pieces in a chosen order in accordance with characteristics of the pieces, the pieces of other players reacting in accord with their individual characteristics with action and reaction of the pieces determining the outcome of the games.

20. A method of claim 19 including the further steps of:

- a. providing or determining a specific playing field in which each player is aware of the boundaries of the field and each player has a designated section of the length of the periphery of the playing field to operate within;

- b. each player choosing a team of game pieces for his squadron so that each team game piece has a distinct identity, different from the other players team game pieces' identities, and each team game piece having a designated number for defense and for attack;
- c. each player designating a commander or leader of his squadron of team game pieces which, if removed from the game, can create a detrimental effect on the attack numbers of the remaining team game pieces;
- d. each player placing at least one of his game pieces in the approximate center of the playing field or a mutually agreed upon central area of the playing field;
- e. providing a means for determining the starting order of the players; and,
- f. repeating the following steps until only one player is left with a game piece in the playing field:
 - I. going in turn, each player uses a game piece from his reserves, those not in the playing field but still active in the game, or chooses a team game piece already in the playing field, and, without entering the playing field with any part of his body and staying within the confines of his playing section, manipulates his game piece by rolling, flicking, sliding, or propelling it at a game piece of another player;

II. if, during his turn of play, the player's team game piece strikes an opponent's team game piece or strikes multiple opponents' team game pieces:

- i. and forces the opponent's team game piece out of the playing field, the defense number of the team game piece forced out of the playing field is decreased by half, and that team game piece forced out of the playing field is returned to the approximate center or central area of the field;
- ii. and the opponent's team game piece remains in the playing field those playing pieces remain where landed and the player uses a device to produce a random outcome such as rolling dice, to determine the effect of the strike, in accord with a plan, by using a multiplier and/or a subtraction or addition of the attack number of the player's team game piece which is then subtracted from the defense number of all opponents' team game pieces struck;
- iii. and the result of the strike is that the defense number of a team game piece is zero or below, that team game piece is removed from the game;
- iv. and the outcome of the dice role denotes that the player may call on his reserves, the initial strike is determined by rolling the dice again until it does not denote reserve, and he may then pick a game piece from those that are not in the playing field and manipulate it into the field of play to strike again at any opponent's pieces, any team game piece used from his reserves being returned to his reserves after his turn of play, unless he

has no game pieces left in his reserve, in which case he cannot strike again;

v. and the player's team game piece lands in the playing field it stays where it landed;

vi. and the player's team game piece lands outside the playing field, it is returned to the approximate center or central area of the field;

III. if, during his turn of play, the player's team game piece propelled into the playing field touches no other game piece of an opponent, the team game piece stays where it lands unless it lands outside the playing field, in which case it is returned to the approximate center or central area of the field;

IV. if, during his turn of play, the player's team game piece propelled into the playing field strikes one or more of his own team game pieces, each struck team game piece stays where it lands unless it lands outside the playing field in which case it is removed from being active in the playing field and returned to the player's reserves, until the player decides to enter it into the playing field again;

V. if, during his turn of play, the player's team game piece propelled into the playing field strikes his own team game piece or an opponent's team game piece and this struck piece hits any other team game piece in the field of play, the secondary hit piece stays where it lands, unless it lands outside the playing field in which case it is returned to the central area of the playing field;

VI if, during his turn of play, a player uses a special game piece that is earned by and/or given to each player at the start of and/or during the game, in accord with a plan, which can affect a team game piece by giving it an advantage or a disadvantage because it represents a power, an ability, a weapon, a device, a bomb, a land mine, a magic spell, a protection, a defensive shield, a cure, a nullifier, or a special condition that affect the results of a strike or battle on the playing field, and propels it into the playing field:

- i and it strikes an appropriate game piece then it is considered activated and the advantage or disadvantage this affords takes effect in accord with a plan, irrespective of game piece it was intended for, for the remainder of the game or for a specified number of turns of play, after which it is removed from the playing field and cannot to be used again;
- ii and it is of a type that needs to touch another game piece to be activated, and it does not touch any other game piece but it lands in the field of play it is considered un-activated and remains in the field of play where it landed until a game piece touches it, in which case it becomes active and the game piece that touched it gets the advantage or disadvantage it affords for the remainder of the game or for a specified number of turns of play, after which it is removed from the playing field and cannot to be used again, unless the game piece that touches it is one that nullifies or destroys it, after which it is removed from the playing field and cannot be used again;
- iii. and it does not strike any other game piece and it lands outside the playing field it is deactivated and cannot be used again;

iv. and it is of the type that does not need to touch another game piece to be activated and lands in the field of play it becomes activated and takes effect on all or certain game pieces, in accord with a plan, for a specified number of turns of play or until it touches a game piece that nullifies or destroys it, after which it is removed from the playing field and cannot be used again;

v. and it is of the type that does not need to hit another game piece to be activated and it lands outside the playing field it is deactivated and cannot be used again;

VII if, during the game, a players team game piece's defense number is reduced to zero or below, that game piece is removed from the game;

VIII if, during the game a player's team game piece is removed from the game or the playing field and that player has no other team game pieces left in the playing field, that player must put into the playing field another team game piece, unless that player does not have another team game piece that is not a special game piece, left in the game in which case the player is out of the game and the last player left with a team game piece on the playing field wins the game.